



Year 4 - Spring 1 - Computing Knowledge Organiser

What I already know...

- That a program is a set of instructions.
- That there may be errors in the instructions which need to be found and corrected. This is called debugging.
- Computers can create artwork and make shapes.

What I will learn...

- To identify that accuracy in programming is important
- To explain what repeat means
- To create programs by planning, modifying, and testing commands to create shapes and patterns.
- To modify a count-controlled loop to produce a given outcome
- To decompose a task into small steps
- To use Logo, a text-based programming language
- To use algorithms.

Key Vocabulary

code	A set of commands
program	The entire set of instructions to achieve something
debug	The process of finding and correcting errors
procedure	A part of the code that can be run multiple times
variables	A value that can change
algorithms	A set of instructions designed to accomplish the task.

Computing skills:

- To create a program in a text-based language.
- To identify that accuracy in programming is important.
- To decompose a program into parts
- To create a program using count-controlled loops to produce an outcome.



Making a difference at The Merton and beyond

Programming enables people to solve practical problems by breaking them down into a series of logical steps, known as algorithms or programs.

This unit progresses children's knowledge and understanding of programming. It progresses from the sequence of commands in a program to using count-controlled loops.

Pupils will create algorithms and then implement those algorithms as code. Learners will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.

They will demonstrate their skills by designing their own wrapping paper using their own program.

